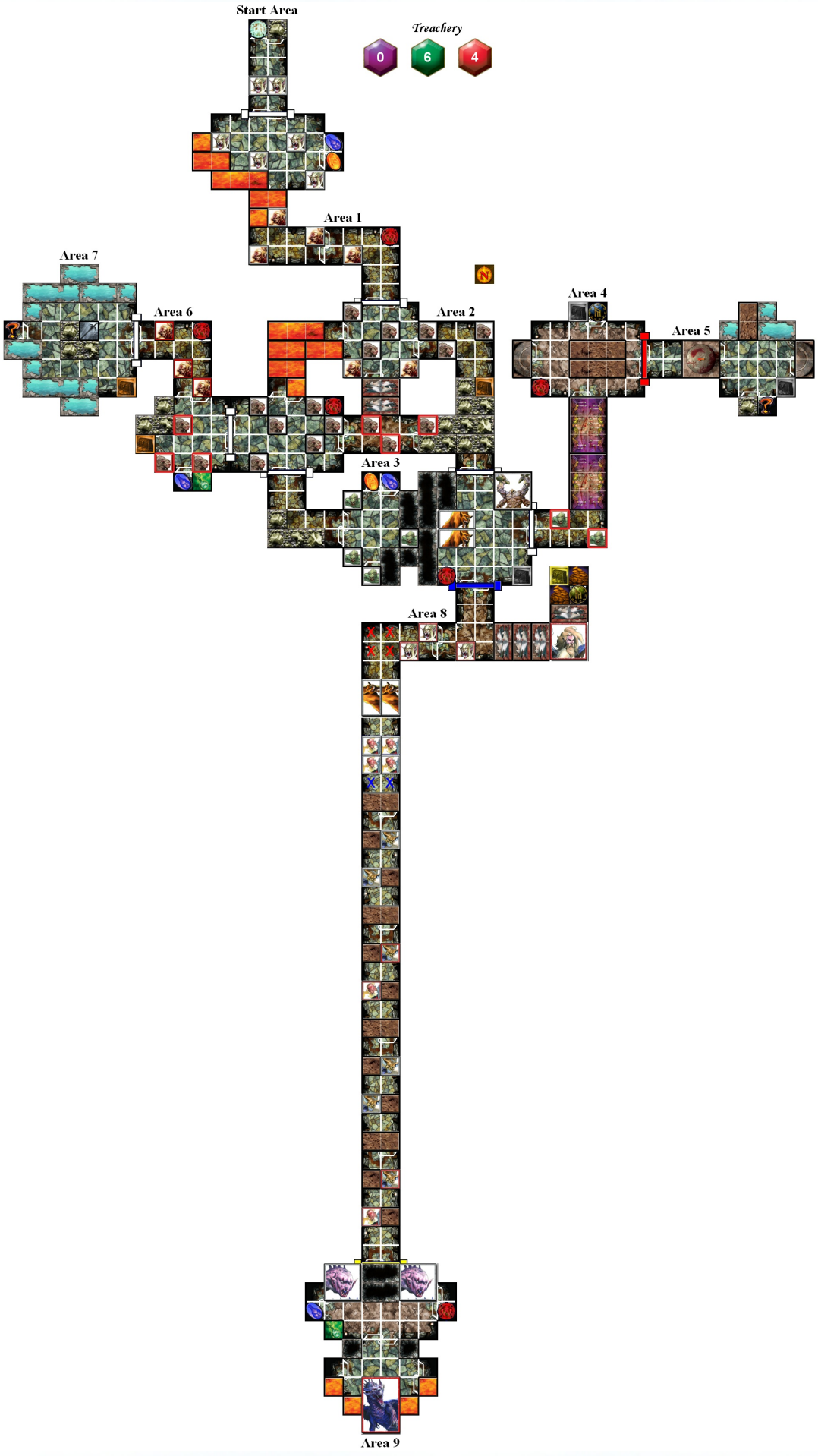

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The Epic Adventure

By Alex Balthazor

Scenario Background

You and your friends have been tasked with slaying the mighty, ferocious dragon known as Fluffy. No, no, do not laugh at his name. He is a terrible force to be reckoned with. Do not take him lightly or you will be sorry, very, very sorry. He will crush you where you stand. Any-hoo, You travel for minutes until you reach his secret lair just outside of town. It wasn't too hard too find as there is a large flashing sign pointing to it saying, "Fluffy's Secret Lair: Do not Enter...Please?"

Mission Goals

Your goal is to kill Fluffy the Rabbit--er, I mean Dragon. You start with six conquest tokens. If you ever want more, just ask me. I won't give them to you, but atleast you can get it out in the open. If you ever run out of conquest tokens, then you suck and you loose.

Start Area

Quest Log, First Entry: So far so good.

Area 1

You find a room filled with hot cheese soup. I wouldn't recomend eating it though...the beastmen bathe in it.

Important: If a hero steps in the hot cheese soup, s/he dies immediately for ignoring the warning.

Area 2

OH NO! AN ARMY OF LARGE, RADIOACTIVE HAMSTERS! RUN FOR YOUR LIVES! THEY'RE GOING TO NIBBLE OUR TOES! AHHHHHHH!

Important: If they hit, the large, radioactive hamsters automaticaly deal one damage ignoring armour and the hero gets to take one daze token because they're just that cool. Also, the "lava" here is hot cheese soup as well

Area 3

You enter the overly cold room to find...no...anything but that...an ICE CREAM GOLEM! This one appears to be strawberry flavoured.

If the heros eat--I mean kill the ice cream golem:

You look at its...corpse? and find that one of the over-sized strawberries is glowing. You grab it up. This could be useful.

Give the heros the red rune.

Area 4

Here is where those mad dodgeball skills pay off. A long six space--I mean six yard dart field awaits you.

Area 5

Oh man, this path is blocked by a moving rock wall that is headed strait for us...wait a minute...RUN!

In a hero ends his turn on the question mark:

If the hero has the swimming suit from Area 7:

You place the bone-dry swimming suit into the suit dryer. When you push the button, nothing happens. You push it again and again, and still, nothing happens. Fed-up, you kick it and the top pops off. Inside, you find an extension cord. You pick it up. This could be useful.

If the hero does not have the swimming suit from Area 7:

You find an old swim suit dryer stashed in the corner. It's all rusted and would break open quite easily, but that would be no fun so instead I'm making you search the dungeon until you find the missing piece to the puzzle.

Area 6

You open the door to find two of the large, radioactive hamsters playing rock, paper, scissors with a third watching. When they see you, they quickly stop and act stupid again. So that's what monsters do when they're waiting for adventurers...

Just too mess with the heros, the three skeletal dudes roll three power dice

Area 7

You find a light shining down upon a sword in the stone. This must be Excalibur...no wait, Excalibur doesnit exist. This must be Incalibur.

If a hero trys to pick up Incalibur:

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If the hero has the extension cord from Area 5:

You use the extention cord to plug-in the stone. Incalibur now easily slides out.

Give the heros Icetooth since the game develepors forgot to add incalibur. If the heros complian, it's ok to punch them.

If the hero does not have the extension cord from Area 5:

You try to pull Incalibur out of the stone but to no avail. You look down and find that the stone is unplugged and the cord won't reach the outlet. This must not be your lucky day.

If a hero ends his turn on the question mark:

You find in the corner a skeleton wearing a swimming suit. You find that it's missing it's skull. I guess that's why you don't swim in cave water. You take the swimming suit. This could be useful.

Area 8

You look down the hall and wonder why would someone build a hallway this long. There doesn't seem to be any point to it other than to annoy clueless advenurers like you.

If a hero steps on a blue "X":

The pressure plate moves under your immense weight almost breaking the floor. You should realy think about going on weight watchers . They have this great plan. Behind you a large boulder that was somehow magically held up in the celling falls down and begins rolling after you.

Place a boulder facing south on the red "X's." Somehow boulders know just what direction would be best to face and roll that way.

Area 9

Just as you open the door, a snake grabs you and hold you in place. It then yells at you for calling it a snake because it isn't a snake. You apologize for hurting its feelings. However, you'd better kill it before the boulder kills you. You see on the other side of the room is the dreaded Fluffy. He is worse that you could have ever imagined! Even the mere sight of him scares you so much you soil yourself. Maybe you should speak to a psychiatrist as well if you are still peeing in your pants...

Important: The dragon here is Fluffy. He is the same as normal master dragons except for some differences: 0 speed, 8 extra health, 2 armour, no Pierce, and Fear 3

If the heros somehow manage to kill the dreaded Fluffy:

With a small, pathetic whine, the horrid, evil beast falls. You are victorious. For your victory, you are awarded 32 conquest tokens you will never use.

Give the heros 32 conquest tokens...what? You say there aren't 32 conquest tokens? I don't care! I told you to give the heros 32 conquest tokens, NOW!

Chests:
Copper 1: 2 conquest tokens, 1 curse, 1 copper treasure
Copper 2: 1 conquest token, 2 curses
Copper 3: 101 coins...you say there isn't a 1 coin piece? FINE! You only get 50 coins then!
Silver 1: 3 conquest tokens, 1 curse, 1 silver treasure
Silver 2: A nice pat on the back.
Silver 3: 1 conquest token, 2 curses, 2 silver treasures
Gold 1&2: 3 curse, 2 gold treasures

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